KNOCKOUT

For: Atari 400 & 800®, (16K Memory Required)

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INTRODUCTION

KNOCKOUT is a Microcomputer Arcade Game for one or two players, that simulates the sport of boxing. Each player controls the actions of a fighter. Whether that fighter fights like a World Champion or a clubhouse reject is determined by your speed and skill in operating your machine. It is entirely in your hands, enjoy it.

1) LOADING INSTRUCTIONS—

1. KNOCKOUT has been recorded twice, once on each side of the cassette tape. REWIND the cassette and advance the tape so the brown magnetic portion is visible just to the left of the cassette head.
2. Remove all cartridges from the computer (such as the BASIC CARTRIDGE).
3. Hold down the yellow START key and turn on the computer.
4. Press the PLAY button on the tape recorder and then press any key on the computer keyboard.
5. The program will load and begin automatically.

2) STARTING THE GAME—After the program has been loaded, the computer will display instructions on your video screen.

2.1) To BEGIN the game, press the yellow START key located to the right of your main keyboard. When this is done, the two fighters will appear in the boxing ring on your screen. (The two fighters will walk to the center of the ring, tap gloves, and return to their respective corners to await your instructions.)

2.2) Next, press the yellow OPTION key, located in the same area as your START key, to select the number of PLAYERS that will participate in the game. Each time that this key is depressed a number, either 0, 1 or 2, will appear to the RIGHT of the word ROUNDS on your screen.

Each number represents one of the ways in which this game can can be played. These options are:

(0) = The computer will direct the actions of both fighters with you as a spectator. (This option may be used to familiarize yourself with the game before you "put on your gloves.")

(1) = ONE player boxing against the computer. To operate the boxer you must plug a joystick into PORT NUMBER ONE of your computer. When this is done, you will have control of the boxer that starts to the left of your screen. The computer will control the boxer on the right.

(2) = Man to Man boxing. Two players are required, one controlling each boxer. To operate the boxers a joystick must be plugged into **both** PORT NUMBER ONE and PORT NUMBER TWO. The joystick that is connected to PORT NUMBER ONE will control the boxer to the left. The other joystick will control the boxer to the right. May the best man win.

2.3) After selecting the number of players, you must enter the number of rounds. Press the SELECT key, to the right of the main keyboard, until the number of rounds desired is displayed to the left of the word ROUNDS on your screen.
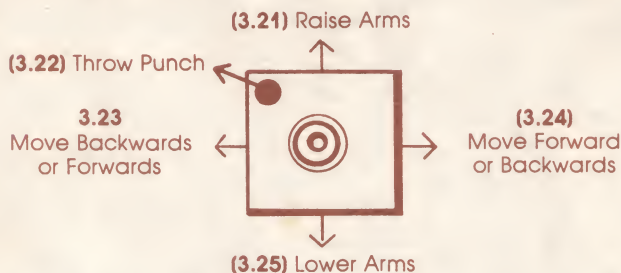
2.31) In selecting the number of rounds, limits apply. Each match must have at least TWO rounds and no more than FIFTEEN rounds. Each round takes NINETY SECONDS of real-time. **(After each round, you will have THIRTY SECONDS of real-time to rest and consider your strategy— and maybe wish you had a cut man.)**

3) BEGINNING THE MATCH—When all of the input necessary in **section 2** has been entered, you are ready to begin the match. To do this, press the START key to the right of your main keyboard. When this is done, the bell will sound and the round will begin.

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3.1) STOPPING THE FIGHT—Any player may stop the fight before the number of rounds selected have been completed. To stop the fight, depress the OPTION key to the right of your main keyboard. This will allow you to reset the play variables that were selected in **section 2.**

3.2) HANDLING YOUR BOXERS—Boxers are manipulated EXCLUSIVELY through your joystick. The diagram below shows the result of each possible joystick movement.

(3.21) Raise Arms
(3.22) Throw Punch
3.23 Move Backwards or Forwards
(3.24) Move Forward or Backwards
(3.25) Lower Arms

3.21) When the joystick lever is moved in this direction the boxer will raise his arms.

3.22) When the RED BUTTON on your joystick is pressed the boxer will throw a punch.

3.23) When the joystick lever is moved in this direction the boxer will move. If you are controlling the boxer on the LEFT of the screen, the figure will move BACKWARDS. If you are in control of the boxer on the RIGHT he will move FORWARD.

3.231) Moving the joystick in this direction moves the boxers from RIGHT to LEFT, i.e. backwards for one and forward for the other.

3.24) Moving the joystick lever in this direction will cause the boxer to move. If you control the LEFT boxer, it will move FORWARD. If you control the RIGHT boxer it will move BACKWARDS.

3.241) Moving the joystick in this direction will move the boxers from LEFT to RIGHT, i.e. forward for one and backward for the other.

3.25) Moving the joystick lever in this direction will lower the arms of your boxer.

4) SCORING—In all matches, the computer will automatically score the fight giving ONE point for each punch that you land. If no technical knockout (TKO) is scored, the player with the most points will win by DECISION.

4.1) TECHNICAL KNOCKOUTS—To score a TKO a boxer must land a certain number of blows to the head of his opponent in a SINGLE ROUND. Only hits to the head will count towards a TKO.

The number of blows to the head that are required to score a TKO vary. In a two player game 30 to 61 are required. In a one player game 30 to 93 punches are required. The actual number is determined randomly and is not disclosed to the player(s).

4.2) The match will always be decided by either a technical knockout or a decision. There is no possibility of scoring a knockout in this game.

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IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load a tape. Try to load the tape again.
3. Each program is recorded twice on the tape, one recording per side.
4. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read tapes made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the cassette or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective cassettes will be replaced.

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